Cadaver Detector Dog Training/Deployment Performance Documentation

Dog: Barko Hand	dle	er: Joh	nn Doe			ample S			Mo/Yr	: Apr 1	994
Srch YTD = 434 Hrs	Ϋ́	TD = 14	44:30	Sı	cch TTI	D = 12	78		Hrs T	$\Gamma D = 42$	26:10
Date of Activity	_	14 -	14 -	14 -	15 -	15 -	15 -	16 -	16 -	16 -	17 –
Train-Deploy-Exam	-	Т -	Т -	T -	Т -	T -	Т -	D -	Т -	Т -	T -
Time Started	-	2230-	2250-	2310-	2215-	2240-	2305-	0415-	2245-	2330-	2355-
Time Finished	_	2245-	2310-	2355-	2235-	2300-	2335-	0730-	2255-	2335-	0030-
Elapsed Time	_	14-	20-	45-	20-	20-	30-	195-	10-	5-	35-
Temperature	_	55-	55-	55-	50-	50-	50-	45-	45-	45-	45-
Interior/Exterior	_	I -	I -	E -	I -	E -	I -	E -	I -	I -	I -
Scent Memorization	-	-	_	-	-	_	_	-	Х -	Х -	_
Buried	_	Х -	-	-	-	-	-	-	-	-	_
Submersed	_	-	-	Х -	-	-	-	-	-	_	_
Above Ground	-	_	Х -	_	_	_	_	_	_	_	_
<u>Depth/Height</u>	_	_	6 ' -	_	_	_	_	_	_	_	_
Ground Level	_	_	_	_	Х -	_	_	_	_	_	
Field/Forest	-	_	_	_	_	Х -	_	_	_	_	
Stream/Lake	-	_	_	_	_	_	_	_	_	_	_
Landfill/Dump	_	_	_	_	_	_	_	Х -	_	_	
Closed Room	_	_	_	_	_	_	_	_	_	_	Х -
Compost/Sewage/Silo	_	_	_	_	_	_	_	_	_	_	
Automobile	-	_	_	_	_	_	Χ -	_	_	_	
Human Clothing	-	_	_	_	_	_	Х -	_	_	_	_
Blank Search Area	-	Х -	Х -	Х -	Х -	Х -	Х -	Х -	_	_	Х -
<u>Diversion-Handler</u>	-	Х -	_	_	_	_	_	_	_	_	_
<u>Diversion-Human</u>	-	_	Х -	_	_	_	_	_	_	_	_
<u>Diversion-Animal Live</u>	_	_	_	_	_	_	_	_	_	_	_
<u>Diversion-Animal Dead</u>	_	_	_	Х -	_	_	_	_	_	_	
Diversion-Sterile Aid	-	_	_	_	Х -	_	_	_	_	_	_
<u>Diversion-Food</u>	-	_	_	_	_	Х -	_	_	_	_	_
Diversion-	-	_	_	_	_	_	_	_	_	_	_
Diversion-	-	_	_	_	_	_	_	_	_	_	_
<u>Diversion-</u>	_	_	_	_	_	_		_	_	_	
Quantity-grams	-	100-	200-	300-	400-	500-	5-	8100-	10-	5-	50 -
Time at Location	-	1day-	5day-	3mos-1	L2mos-	48mos-	9mos-	2mos-	48mos-	1hrs-1	.8mos-
Decomposition/months	_	6mos-1	12day-2	24 mos - 3	36mos-	48mos-	9mos-	2mos-	48mos-3	36mos-1	.8mos-
Difficulty	_	3 -	3 -	2 -	4 -	2 -	3 -	4 -		1 -	3 -
Searching	_	2 -	3 -	2 -	2 -	3 -	2 -		dna -		3 -
Indication	_	2 -	2 -	1 -	3 -	2 -	2 -	4 -	dna -	dna -	3 -

Searching/Indication Behavior Grading Elements & Ratings

Searching Behavior Elements are identified as Calm + Methodical + Intense + Focused + Sniffing

- 1 = Elements displayed concurrently & completely
 (Searching behavior that is exemplary)
- 2 = Elements displayed as above with few exceptions
 (Searching behavior that is commendable)
- 3 = Elements displayed to a highly reliable degree (Searching that is typical of a veteran K-9)
- 4 = Elements displayed to a reliable degree (Searching that meets professional standards)
- 5 = Elements displayed less than a reliable degree (Searching that needs higher display of skill)
- 6 = Elements displayed very little or not at all (Little or no display of Searching skill
- Indication Behavior Elements are identified as
 Prescribed + Immediate + Intense + Consistent + Focused
 1 = Elements displayed concurrently and completely
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- 6 = Elements displayed very little or not at all (Little or no display of Indication skill)

Difficulty Factor Elements

1 = No Difficulty Physical contact with the cadaver tissue is possible

2 = Minor Difficulty Physical barrier prevents contact without restricted air flow

3 = Moderate Difficulty Physical barrier with restricted air flow

4 = Major Difficulty Physical barrier, restricted air flow, with apparent intent to thwart detection 5 = Extreme Difficulty Physical barrier, restricted air flow, apparent intent, logistical means to thwart

6 = Impossible Physical barrier, restricted air flow, apparent intent, logistical means, science

Grading Curve

1.00-1.74 = A 1.75-2.49 = B 2.50-3.24 = C 3.25-4.00 = D 4.01-5.00 = I 5.01-6.00 = U

Comments or Explanations								
			(intended to be the back side of the previous page)					
16 Apr	0415	hrs.	Called out to conduct a sniff in a private landfill where an infant					
·			was believed to be entombed. See Incident Report 94-XXXX.					
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Dog: Ha	ndler:			Dept	t:			Mo/Yr:			
Srch YTD = Hr	s YTD =	=		Srcl	h TTD =	=		H	rs TTD	=	
Date of Activity	-	-	-	-	-	-	-	-	-	-	_
Train-Deploy-Exam	-	-	-	-	-	-	-	-	-	-	_
Time Started	-	-	-	-	-	-	-	-	-	-	_
Time Finished	-	-	-	-	-	-	-	-	-	-	_
Elapsed Time	-	-	-	-	-	-	-	-	-	-	_
Temperature	-	_	_	-	_	-	-	-	_	-	
<pre>Interior/Exterior</pre>	-	_	_	-	_	-	-	-	_	-	
Scent Memorization	-	-	-	-	-	-	-	-	-	-	_
Buried	-	-	_	-	_	_	_	-	_	_	
Submersed	-	-	-	-	-	-	-	-	-	-	_
Above Ground	-	_	-	_	_	_	-	-	_	-	
<u>Depth/Height</u>	-	_	_	-	_	-	-	-	_	-	
Ground Level	-	_	-	_	_	_	-	-	_	-	
<u>Field/Forest</u>	-	-	-	_	_	-	_	-	-	-	
Stream/Lake	-	_	-	_	_	_	-	-	_	-	
Landfill/Dump	-	_	-	_	_	_	-	-	_	-	
Closed Room	-	_	-	_	_	_	-	-	_	-	
<pre>Compost/Sewage/Silo</pre>	-	_	-	_	_	_	-	-	_	-	
Automobile	_	_	_	_	_	_	_	_	_	_	
<u>Human Clothing</u>	-	_	_	-	_	-	-	-	_	_	
<u>Diversion-Handler</u>	-	_	-	-	-	_	_	-	_	_	
<u>Diversion-Human</u>	-	_	-	-	-	_	_	-	_	_	
Diversion-Animal Liv	e -	_	-	_	_	_	-	-	_	-	
<u>Diversion-Animal Dea</u>	d -	_	_	_	_	_	_	_	_	_	
<u>Diversion-Sterile Ai</u>	d -	_	_	-	_	-	-	-	_	_	
<u>Diversion-Food</u>	-	_	_	-	_	-	-	-	_	_	
Diversion-	-	_	-	_	_	_	-	-	_	-	
Diversion-	-	_	-	_	_	_	-	-	_	-	
Diversion-	-	_	-	_	_	_	-	-	_	-	
Quantity-grams	-	_	_	-	_	-	-	-	_	_	
Time at Location	-	_	_	-	_	-	-	-	_	_	
<pre>Decomposition/months</pre>	-	_	-	_	_	_	-	-	_	-	
Difficulty	-	-	_	_	-	_	_	-	_	-	
Searching	-	-	_	_	-	_	_	-	_	-	
Indication			_	_		_			_	_	

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1 = No Difficulty

ill (Little or no display of Indication skill)
Difficulty Factor Elements

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